Title: "GRAPHIC ENGINE FOR APPROXIMATING A QUADRATIC BEZIER CURVE IN A RESOURCE-CONSTRAINED DEVICE"

Inventor(s): Jiangen Cao and Dongren Chen ARC-P121 1/12

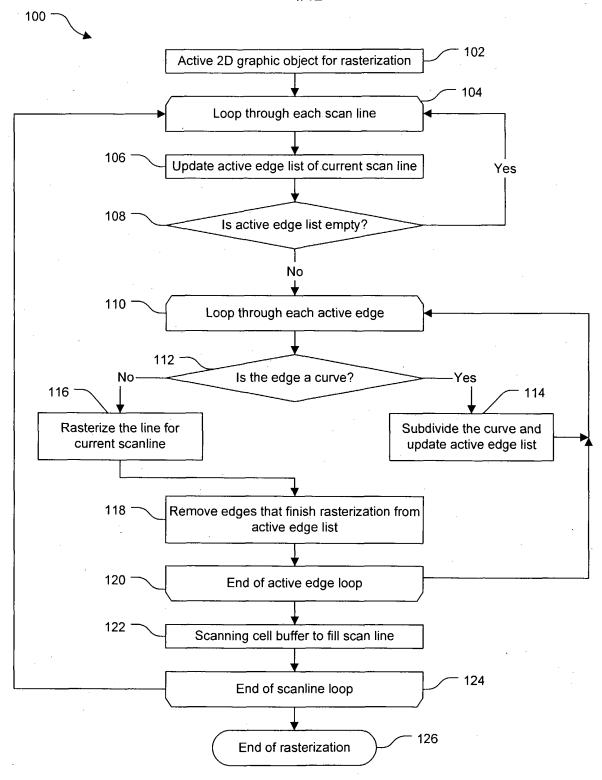


Fig. 1

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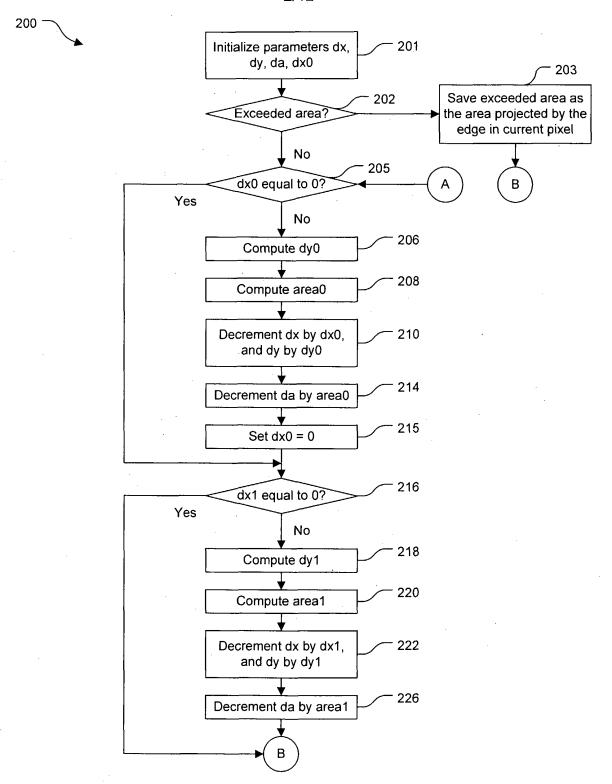


Fig. 2A

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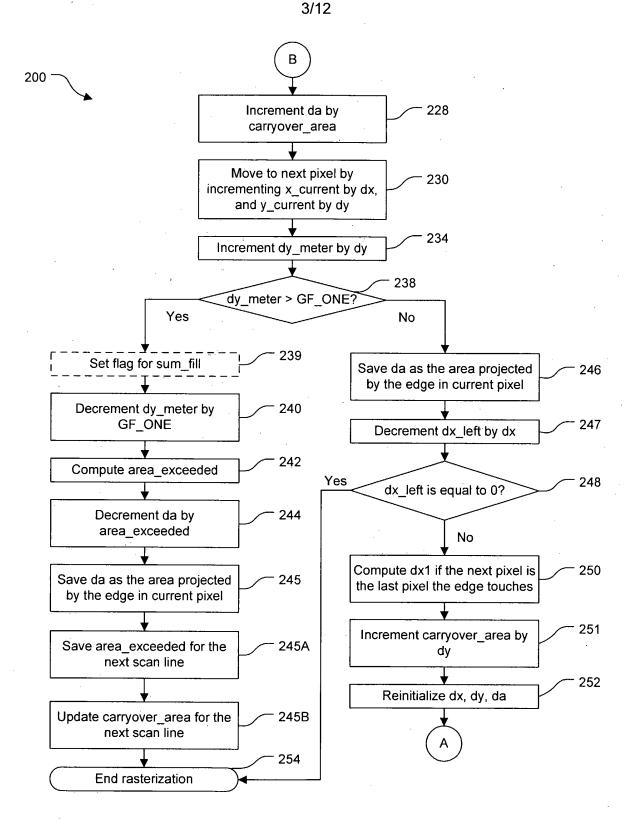
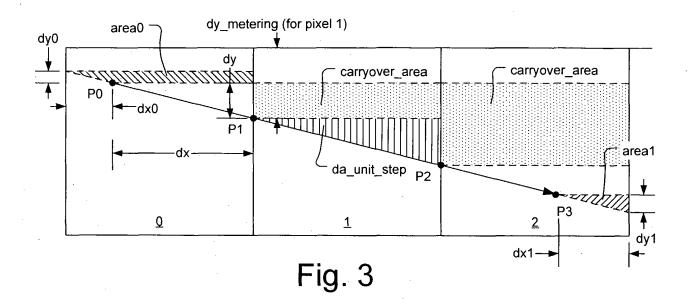


Fig. 2B

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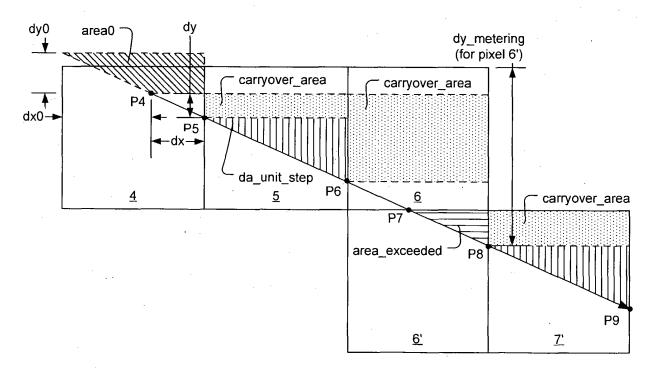


Fig. 4

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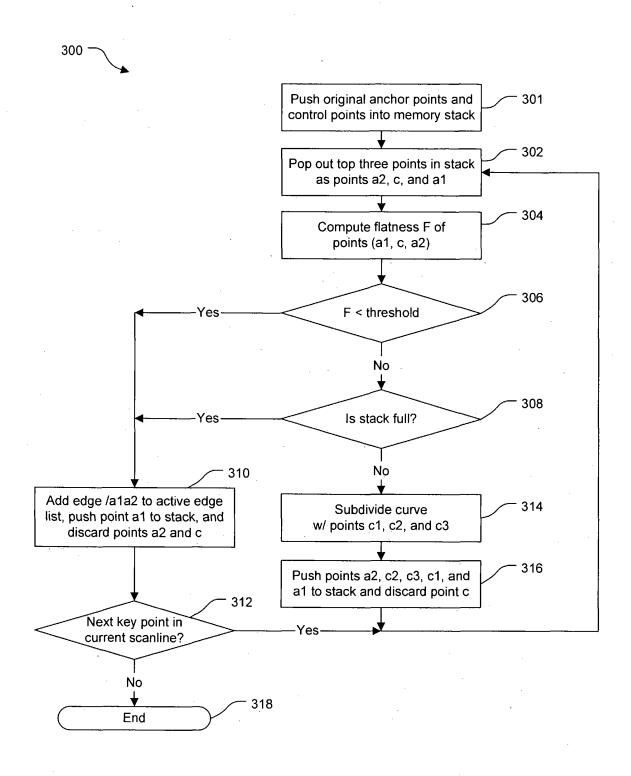


Fig. 5

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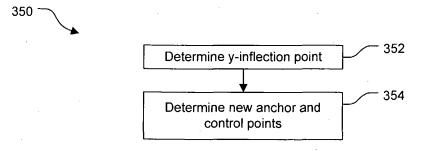


Fig. 6

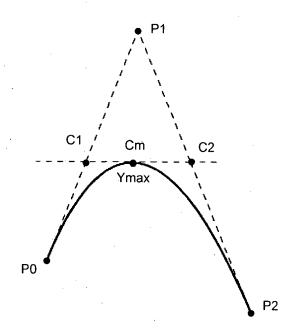
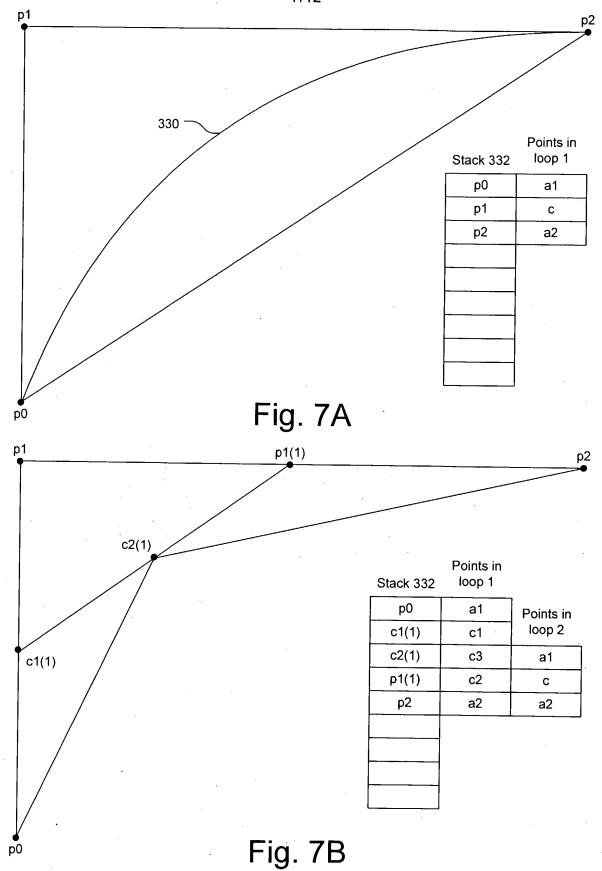


Fig. 6A

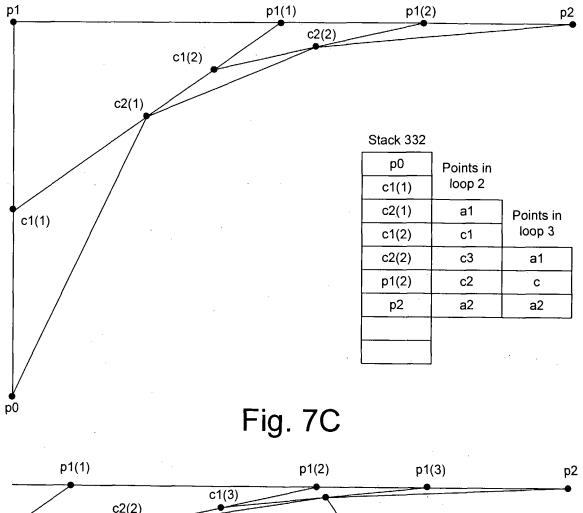
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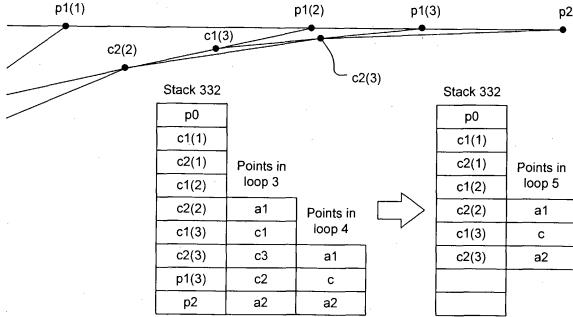


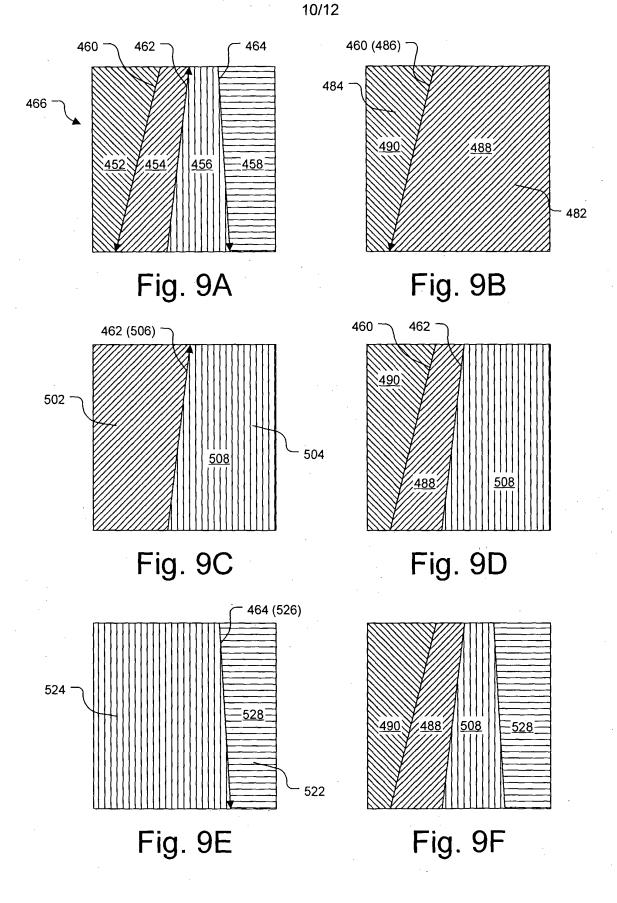
Fig. 7D

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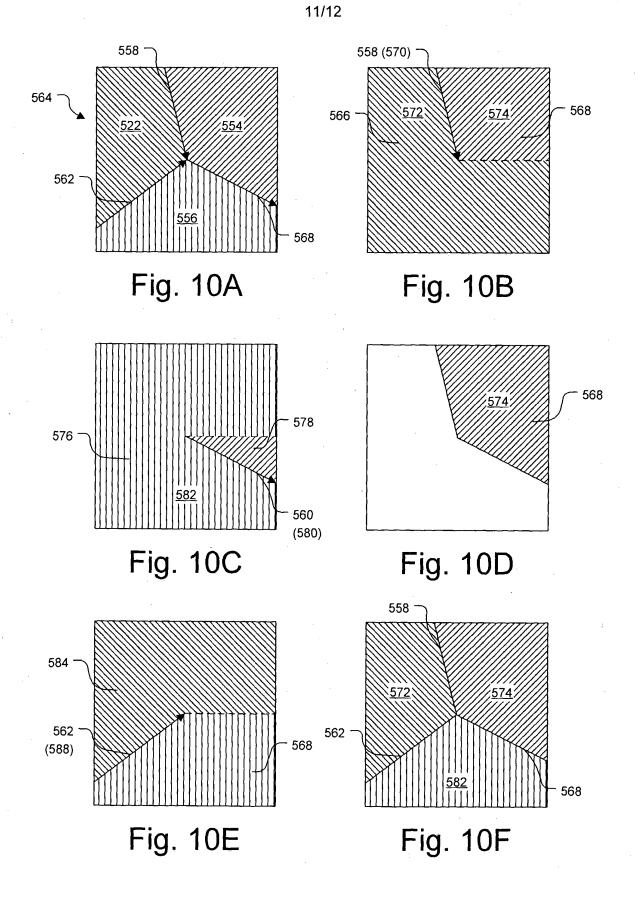
9/12 400 401 Receive fill styles and projected area 401A Determine sum_fill 404 Crerate sub-region 402 R (f, unit_area - prj) Is cell empty? and sub-region R' (fr, prj) No 406 Find sub-region R that matches f_i? Yes 408 410 Create sub-region Add (unit_area - prj) to R (f, unit_area - prj) area of sub-region R Modular the area of 412 sub-region R by unit_area 414 Find sub-region R' that matches f,? Yes 416 Create sub-region 418 Add prj to R' (f_r, prj) area of sub-region R' Modular the area of 420 sub-region R' by unit_area End

Fig. 8

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Title: "GRAPHIC ENGINE FOR APPROXIMATING A QUADRATIC BEZIER CURVE IN A RESOURCE-CONSTRAINED DEVICE" Inventor(s): Jiangen Cao and Dongren Chen ARC-P121 12/12 401A 614 615 $sum_fill += (f_r - f_l)$ Flag for sum_fill set? 616 sum_fill += 0 Fig. 11A 602 600 Sub-pixel regions? -No 606 Yes 604 610 Fill pixel with fa fill sytle Next pixel cell fa += sum_fill 608 Last pixel cell? Yes 612 End Fig. 11B 2 6 8 632B - 624 628 618 f0 √ f0 f0 f0 626 630 632A 630 -

Fig. 12

f1, a2

f0, a3

f2, a4

sum_fill

= f2 - f1

fa = f2

fa = f2

f2, a5

f0, a6

f3, a7

sum_fill

= 60 - 62

fa ≈ f0

f3, a8

f0, a9

sum_fill

= 0

fa = f0

fa = f0

f0, a0

f1, a1

sum_fill

= f1

fa = f1

fa = f1

fa = f1